CATASTROPHE
WELCOME TO THE WORLD OF THE ENDLESS BLUE!
EATS
/TG/
GRAHAM
2012
BASED ON A CONCEPT BY /TG/
ADAPTED TO EVIL HAT PRODUCTIONS'
FATE ACCELERATED

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The crew at #CATastrophe_Dev at Rizon


**Personal Requests**
I need writefaggotry in the world of CATastrophe! It would be awesome to have it included in this document as it grows. If you got stuff to contribute send it to me!

# CATASTROPHE - WELCOME TO THE WORLD OF THE ENDLESS BLUE!

*Katrina DeWitt, 24 - Aspiring Pilot and Mechanic*
*Origin: Akadmee, Residence: Vanguard Home*

**Forward**

Well, here we are, a new version with a lot more meat to it. As a document, this was a fairly easy project. The system was already constructed, what I had to do is find a balance between tossing some crunch in, keep the theme of CATastrophe, and add what was needed in terms of additional rules. So, you ask, "Why FATE?", well FATE is a new system supported by a strong community with much support not just from Evil Hat Productions, but it's substantial fan base. What helps this growth is the fact that Core and Accelerated are freely downloaded, and this business plan makes it possible for CATastrophe to be created.

As for I, this journey I would be lying about if I said it was easy. I needed to find a easy system, then try to get a handle on what was wanted in a setting but also get to the point where I had more to offer than simply a well laid-out hack of FATE. I'm glad that I'm finally moving on this, and I hope others can help make this really sing.

*-Captain Katrina; That Damn Catfolk Pilot*

**What is CATastrophe: Welcome to the World of the Endless Blue?**

Imagine some far point in the future... 500 to 1000 years from now. A great disaster has either forced humanity to leave earth or drove it to extinction, one of the factors is the earth's sea levels somehow rose some 1000 meters from where they are today. The combination of this with increased seismic and volcanic activity from the increased pressure on the earth's crust has created a far different landscape today. One where seemingly endless oceans greet you. But the worst has happened and passed. You live in a settlement that is a wonderful place where life is idyllic. Yeah you still work every day, but compared to the hectic life of the "earless" before them, the Kemonomimi of the endless blue live for their friends, their communities, and for the almost daily adventure that can be found around them. You play one of those enterprising Kemonomimi. You're a diver heading down to the scariest ruins of the past, or you and your friends are the best surfers in the region, or perhaps you and your brave team of explorers have set out on a long journey... anything is possible in the endless blue, and there is a lot of it!

*Cali, 16 – Engineer, Inventor, and Diver*
*Origin: Akadmee, Residence: SS White Onyx*

### Character Creation

The first step to building a character, before even selecting what sort of race of Kemonomimi is to figure out two core things to your character. It's Recommended at this point you load up or pick up your "FATE Accelerated" book as it will be referring to pages within the document. Further references to this book will be referred to as "FAE".

### High Concept (FAE Pages 8, 25)

A High Concept is your character's thing in the game. For instance if you were the captain of your own ship, then "I'm the Captain of the SS White Onyx" makes sense, also if you're one of the best divers around "I'm the 4 time depth competition champion" makes sense. The majority of the time, your high concept will always work in your favor, it establishes a "fact" that your character is this concept. Rarely, this can be used against you as a compel, but there is a FATE point in the offing by accepting it.

Later in this document will be rules on ship creation and how ships interface with the world and the rules.

### Trouble (FAE Page 9)

Outside of your High Concept is a drawback that from time to time holds you down. When this trouble is compelled, you earn a FATE point. Something like "Has one eye" could come into play if you need to do something where depth perception is important or "Scared of drowning" would really suck if everyone had to abandon ship or you have to dive with your team or lose your job.

### Extra Aspect (FAE Page 9)

When you have selected your High Concept and Trouble, you pick another aspect that is important to your character like "Walking Encyclopedia" or "Champion Surfer of Big Paw". While not your High Concept, it is excellent to flesh your character out. It is recommended that you select something that while it could be considered a hobby for your character, it is something they do really well – on a professional level even. You can also select something that is incredibly important. Or, if you are a real masochist you can treat this like a second "trouble" to give a different avenue where you can earn FATE points.

**Extra Aspects**

In this part of character creation you have two more aspects to select, but these two are specific things, which are noted below.

**Friendship/Relationship**

Pick someone in your group (with their permission) and come up with an event that ties them together. Through this tie, both characters have access to a Aspect that stems from what they experienced. This can also represent a deeper relationship (perhaps even romance!)

**Rivalry**

Not everything is milk and honey in the world, and someone in your character's life has not only made you miserable from time to time, or you just love to one-up this person. As such this has turned into a defining rivalry, and as such this rivalry causes you to have a Aspect that stems from it, allowing you to use it when going up against this rival. But be careful, as if your rival gets the jump on you you end up the target this time, although you get a FATE point in the process.

*Nami, 18 - Security and Diver, Origin: Diver's Bay*
*Residence: SS White Onyx*

Next are the 5 races playable in the CATastrophe world. Of course, the DM (Dive Master) is perfectly in their rights to add or eliminate races to their preferences, using the 5 races as a guideline. In their description is a list of Racial Aspects you may choose from, but you may only select one of them.

**Nekomimi** are the most curious and enterprising of all the Kemonomimi, as well as the most common of the Kemonomimi. One thing all Nekonomimi are notorious for is their wanderlust. If there is a chance to explore something unknown, it is usually the Neko that lead the way.

**Also known as:** Catfolk, Catkind, The Long-Tailed, Homo-Felis, The Neko, Cats.

**Night Vision**

Nekomimi due to their feline genetics have the gift of seeing at night or in low light environments as if it was normal light, although in monochrome. This is incredibly useful on a dive, where lighting is weak in most surroundings. Nekomimi get +1 to spot something in the dark under low light conditions, +2 if they spend a FATE point.

**Natural Acrobat**

Nekomimi are known to be sure-footed, but some Nekos have harnessed the extra balance of their tails to allow them almost unheardof grace. Whenever a roll is made where balance is needed, the Neko gets +1 to their roll (+2 if they spend a FATE point).

*Idris, 16 – Deckhand, Rescue Swimmer, and First Mate*
*Origin: Vanguard Home, Residence: SS White Onyx*

**Inumimi** are the rugged settlers. Where the Neko explore, the Inu set up camp. Inumimi are the second most common Kemonomimi and tend to be the laborers of Kemonomimi society, although this isn't the only role they hold. Their unshakable loyalty and ability to hear what others can't set them apart as almost intuitive engineers and shrewd diplomats.

**Also known as:** Dawgs, Canine-Kind, The Inu, Homo-Canids, Dogs.

**Sensitive Ears**
Inumimi can hear sounds that others can't. Allowing them to hear the quietest aberration in a engine that could lead to a break down or hear somoene whispering in a room four doors down. Inumimi get a +1 on a roll to listen or hear hard to hear things or a +2 when you spend a FATE point.

**A Kemo's Best Friend!**
The Inu are known for one thing beyond anything else and that is their "dogged" loyalty. When a friend is in danger or needs help, a Inu on a almost instinctual impulse can take orders and keep their cool in a crisis. Woe be the antagonist who decides to hurt the friend of an Inu. Whenever a close friend of a Inu is in crisis where the Inu can help directly, the Inu gets a +1 to their rolls, +2 if they spend a FATE point. Also all modifiers due to events around the character are waived. The Inu though must also have a Friendship or Relationship with that character.

*Luke, 16 - Diver and Helmsman, Origin: Big Paw*
*Residence: SS White Onyx*

*Karah, 21 - Diver and Deckhand, Origin: Diver's Bay*
*Residence: SS White Onyx*

**Usamimi** are the natural athletes of Kemonomimi society. The third most common race, the Usamimi tend to excel in sports and anything where natural athletic skill is appreciated. This does from time to time develop into a sort of haughty arrogance in some, and a sense of overconfidence in others.

**Also known as:** The Indomitable, The Usa, The Long-Eared, Homo-Lepus, Rabbits (male), Bunnies(females).

**Natural Athlete**

Usamimi are natural born athletes. If it's sports, diving, or anything where endurance is required, a Usamimi tends to take the top spot. When engaging in a physical activity where athletics or endurance are involved, they get a +1 to their rolls, or +2 if the player spends a FATE point.

**Social Chamelion**

Rabbits are known to know exactly how to work a crowd, as such a Usamimi can almost seem as if they've always been "one of the crowd". As such, any Usamimi can blend into a crowd, providing a +1 to any roll where the Rabbit has to hide in a crowd, +2 with a FATE point.

*Sarah, 36 - Medic and Diver, Origin: Akadmee, Residence: SS White Onyx*

**Kitsumimi** are the researchers and geniuses of the Kemonomimi. They love knowledge and in Kitsumimi society Intellect and Wisdom are prized over everything. While not curious like their Nekomimi "colleagues", they still have a thirst for knowledge. Sometimes leading to making dangerous discoveries guaranteed to frizz some tails.

Also known as: Foxes, The Kitsune, The Many Tailed, Homo-Vulpis.

**Many Tailed**

As their folktales and art tell of their wise and intelligent many-tailed ancestors, intellect and wisdom are prized highly, and as such it encouraged the development of their minds. As such they get a +1 to any roll dealing with intellectual pursuits, or +2 if they spend a FATE point.

**Never Cruel nor Cowardly**

Foxes are known to be wise and clever, but there are some that are outright heroic. Willing to face certain death standing for something greater than themselves or simply to help their friends make it to safety. As such, when in a crisis, a Fox seems to be the calmest person in the room, negating any penalties that would stem from psychological duress, and suffer no penalties when using their approaches.

*Yuri, 49 - Captain of the White Onyx*
*Origin: Banana Cove, Residence: SS White Onyx*

**Kumamimi** are known for their nomadic sailor tradition. The Kuma love being on the water, sailing between settlements and never really setting down their roots unless they're on their boat. Very few Kuma settle down, and usually it is in the twilight of their lives or they're too injured to sail on. Kuma who no longer wander seem to lose much of their energy, only seeing it return when they set sail once more.

**Also known as:** The Nomads, Homo-Ursa, The Kuma, Bears

**The Sea in my veins!**
The Kuma are natural born sailors, and as such any roll they make when being a navigator or captain of a ship gets a +1, or a +2 when a FATE point is spent.

**The Mountain in my spirit!**
The Bear spirit inside of a Kumamimi shows in their resilience and strength. As such when making rolls where their strength or ability to endure is paramount, they get a +1 to their roll (+2 when spending a FATE point).

## THE LADDER

| | |
|---|---|
| + 8 | Insane! |
| + 7 | Epic! |
| + 6 | Fantastic! |
| + 5 | Awesome! |
| + 4 | Great! |
| + 3 | Good. (1 Approach) |
| + 2 | Ok. (2 Approaches) |
| + 1 | Normal. (2 Approaches) |
| 0 | Mediocre. (1 Approach) |
| - 1 | Bad |
| - 2 | Terrible |

This is the descriptors for each level of your Approaches and difficulties, called "The Ladder". The dark grey zone is where the ratings for your Approaches fall into. You'll notice the descriptors are slightly different in this game.

**Approaches (FAE Pages 10, 18)**

You have 6 approaches, they are named as such as they are different ways your character can interact with the world. Think of them as a combination of a skill and a attribute.

**Careful:** When you need to make sure you do something right the first time, Careful is as careful does! This is also your common sense.

**Clever:** Grease monkeys, geniuses, and intellectuals sport this approach as one of their best.

**Flashy:** If you're a show-off, this is your best bet. If you love attention, what better way to get it than being flashy!

**Forceful:** You're a runaway freighter, having this as your best makes you a rugged athlete or accomplished weightlifter.

**Quick:** Like a snake, you wiggle away from certain knock-outs and use your agility and dexterity.

**Sneaky:** Trying to snatch that shiny? You might have to get around that Giant Crab that old Kuma uses to guard his junk yard.

When assigning your statistics for your approaches, you get one +3, two at +2, two at +1, and one at 0. Page 10 of FAE has a good list of what ratings fit what sort of character archetype you'd want to play.

**Stunts (FAE pages 11, 31)**

Your character can select up to 3 starting stunts, even selecting these stunts during the first session. One note, is that if you take more than 3, each one over reduces your Refresh by 1, and if you wait until the game starts, you must select your stunts before the end of the first session, or you'll have to wait until you can select new stunts or change them to fill your free stunt slots or spend a refresh to take a extra one.

**Refresh**

Refresh is how much your FATE points reset at the start of a new game session. FATE points earned carry over to the next round, unless you have less than your refresh, so your starting FATE points become your Refresh.

### Stress Tracks

Kemonomimi have 2 stress tracks. Physical, and Air.

**Physical:** Your Physical Track represents your overall integrity. The more you take in stress, the closer you get to being taken out. Taking Physical Consequences can slow the taking of Physical Stress. If you take up your entire physical track, you end up being taken out. Your opponent or the DM decide what happened to you. Note that death can ***only*** happen if the DM and all involved agree on it unanimously. In fact damage is to be kept to a Saturday Morning cartoon level of slapstick. By **default** death isn't something that happens in the setting outside of old age or extreme heroism, and the latter is quite, quite rare. As for old age, well, to be honest when it comes to player characters you'll never know what you'll find out there.

**Air:** You have 5 boxes of air, you check off a box with every 15 seconds of holding breath. If you run out of air, you fall unconscious and are considered "taken out". You cannot take consequences to avoid having a Air Stress box marked off. Kemomimi are quite resilient, and regain consciousness the moment they have fresh air available again. They can restore their full air stress track after taking a breath for each box. (note, Kemonomimi don't drown. They only get knocked unconscious, and are left to the whims of wherever fate takes them.)

**Note:** When using SCUBA gear, you get a SCUBA tank stress track that is like the Air track, but each box represents 15 minutes of a dive, and taking a second tank allows someone to double their SCUBA tank track. To avoid physical stress you can scratch off a box of your SCUBA gear stress track(s) to represent wasting air, primary air line damage, or using up more air avoiding danger for every box of physical stress you might take.

**Diving Note:** One thing that should be made clear, Kemonomimi are fully capable of diving to pretty deep depths as long as they wear something warm and have enough air. This also allows a Kemo to head up to the surface at any speed they want as well. Pretty much the dangers of SCUBA divers in the real world don't happen in the world of CATastrophe! Kemos don't know how, but I'm sure someone from the Akadmee will figure out how Kemos do it eventually, until then keep your tank full and enjoy the blue!

DB45 WHITEONYX

### Electing a Captain and Constructing a ship (Optional)

Selecting a captain is easy. Simply have the group vote on who will be the captain, if you want to have the series center around the crew of a ship. The Captain's duties are as follows:

1: Arranging jobs for the crew.
2: Maintaining the ship.
3: Looking out for the welfare of their crew.
4: Arranging duties on the ship.
5: Deciding on courses of action to take in matters of the ship.
6: In times of inter-group In-Character conflict, the Captain resolves all matters.

If the crew believes that their elected captain is not acting in their best interests, a mutiny can happen. On a majority vote, a Mutiny can be declared and things have to resolve In-Character. If the issue is more Out-of-Character, a simple majority vote can set up for a in-game event to remove the captain from command at least until everyone gets to port and things can be settled.

It is in the best interest of the group that the Captain is someone everyone trusts, and also has a character that can be the team diplomat and "fixer" for various jobs.

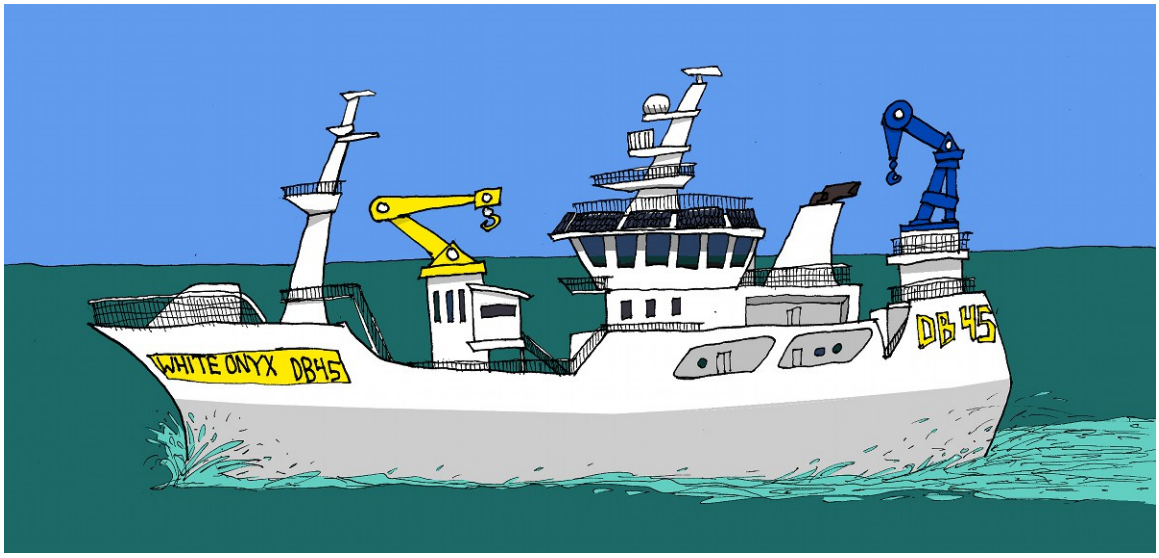
One final note, the Captain must always arrange for someone to be on the ship at all times. Usually that means the Captain, but if the Captain goes with the majority of the group someone can stay behind in the Captain's stead. If there are positions on ship that are necessary that no one can fill, a NPC or Two from the Dive Master can be arranged, although this will lower total profits of a dive for a little while at least.

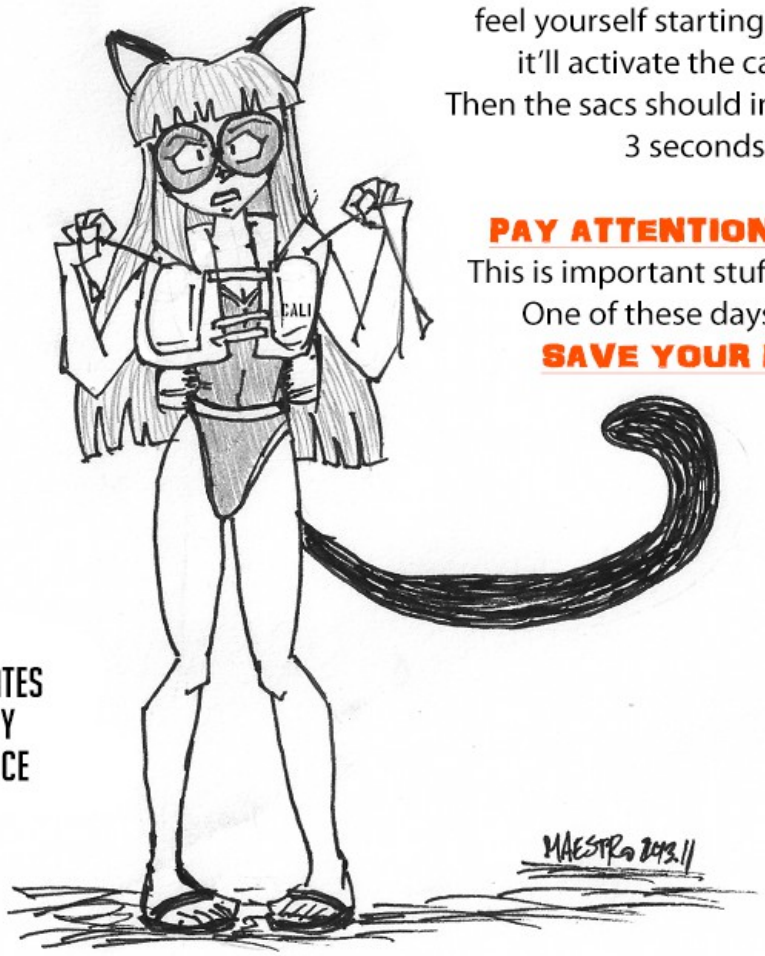
**Ship Construction**

Ships are like simple characters. They have a high concept (something the ship is known for), a Trouble (something that plagues the ship and her crew as an issue), One captain assigned aspect, and one aspect agreed on by the DM and the Captain.

A ship can have up to 3 stunts that come into play that the crew can take advantage of, using the ship's FATE points. Any further stunts lower the refresh of the ship by 1 from the starting refresh of 3.

Ships have 3 hull stress, and can take -2 and -4 consequences. Ships have no approaches.




Now,if you pull on these when you feel yourself starting to pass out, it'll activate the cannisters. Then the sacs should inflate in about 3 seconds...
PAY ATTENTION GUYS!!!
This is important stuff, DAMNIT!
One of these days it could
SAVE YOUR LIFE!!!
CALI
MAESTRO 2013.11

CALI DEMONSTRATES THE EMERGENCY BOUYANCY DEVICE

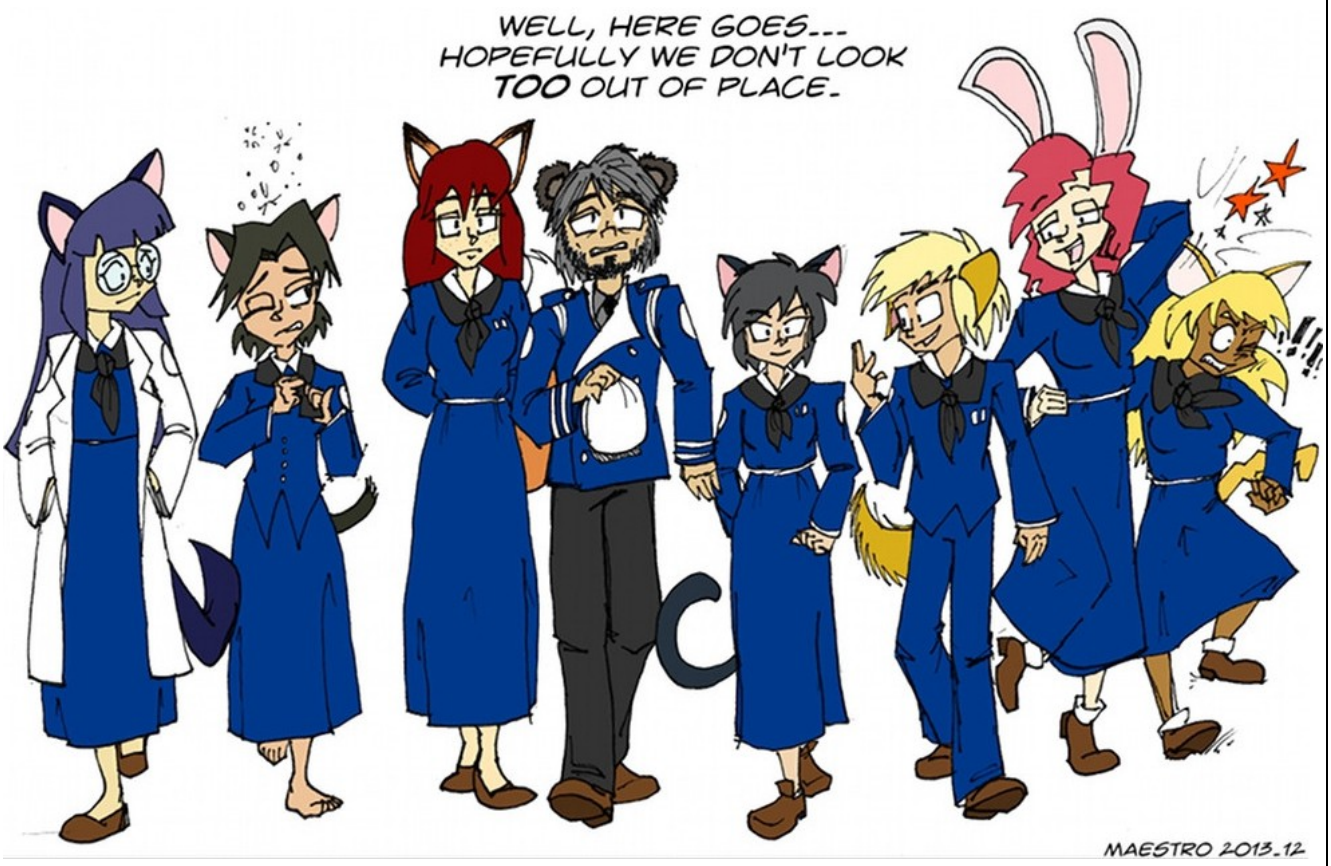
**Gear, fitting it to concept, and currency**

Kemonomimi are assumed to have the proper gear to do their job. The gear provides no bonuses, but they take no penalty for not being equipped either. Also players can assume that basic equipment they can logically have on hand they have. It just provides no bonuses, although logic plays a huge factor. Life Jackets float, Radios play, that can of sardines still reeks. Such things are considered set dressing or simple things.

There is one piece of gear that all Kemonomimi divers have (in one form or another) and that is the Emergency Bouyancy Device. In low-tech settlements, it may be a loyal "floatfish" that is attached by a leash to the wrist or waist of the diver, and if the diver should be knocked out the fish is trained to pull the diver out then immediately fill itself with air and send itself and the diver to the surface. More advanced settlements have a inflatable belt or extra dive vest that inflates to send the diver up either on demand or if the diver's air runs low. Also the EBD can be used to carry extra weight as you head up.

Now for really fancy gear there is two ways you can have it.
1: Have that piece of gear as a Aspect, with a stunt or two associated with it.
2: Buy it.

All characters have a 7th Approach that isn't assigned at character creation. It starts at 0, and it is called Fangs. On successful jobs it increases by 1, to represent a good haul for the character. It's lowered by 1 on a failed job (to pay for expenses) or by 1 for buying a piece of equipment that provides a +1 bonus to a roll. For more Fangs levels, you can have better gear! (-2 Fangs for a piece of gear that provides a +2 bonus, for instance.)


WELL, HERE GOES...
HOPEFULLY WE DON'T LOOK
TOO OUT OF PLACE.
MAESTRO 2013.12

A note about gear:

If your group is a bunch of monty haulers, note that there are a few issues to take note of:

1: Storage
You've got to keep all your swag somewhere. It's heavy, it's cumbersome, and it makes you a target for a thief or two. It also advertises to pirates that you and your group is in the fangs and is a juicy target.

2: Social Limits
Being geared up all the time will get looks from the people around you in general. In areas where divers are known to frequent, seeing kemos in wetsuits, swimsuits, or drysuits is pretty common. Formal wear though is expected when meeting with the Admiralty of Vanguard Home, or more loose and informal clothes for a surf party at Diver's Bay.

3: Reputation
Keomomimi make a living on their reputation. Part of this is oozing confidence. Walking around wearing a life jacket on dry land or where ending up in the drink isn't a hazard will get looks. It will also show your character is a bit of a scaredy-cat, and won't get taken as seriously as the pro wearing just a Hawaiian shirt and shorts, with his dive bag over his shoulder. Of course, gear also makes the image. Idris for instance wears a life vest and carries with her a modified life preserver as she's the designated rescue swimmer for her ship. Showing that a ship is successful enough to have such a specialized position looks well on Idris and the crew.

Future Plans

This is as far as I have gotten on my own so far with the setting. The next bit I am going to need contributions from willing collaborators to add to this. Namely with the Big Paw and Banana Cove settlements. Also fluffy little writings in regards to life in the world of CATastrophe. I may also be including little bits that chart the adventures of the crew of the SS White Onyx.

I think this is a good point, to show that I am serious about going forward, and I officially say now... it's time to get people on board.

Thanks for the patience.

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DEMONSTRATION MISHAP, OR...
DON'T ACTUALLY PULL THE CORDS

**OH, AND DON'T FORGET, UNFRIZZ YOUR DAMN TAIL!**